

OFFICIAL “PICK 3” GAME RULES

The Official “Pick 3” Game Rules are comprised of: (1) Act 59 of 2001, as amended; (2) 24A S.C. Code Ann. Regs. 44-100 (Supp. 2009)); (3) any other matters adopted by the South Carolina Lottery Commission Board of Commissioners; (4) the Software Functions Specifications (“game specifications”); (5) the materials presented in this document; and (6) any policies, practices and procedures, whether written or unwritten, utilized by the South Carolina Education Lottery (“SCEL”). The items cited herein are incorporated into the Official Game Rules by reference and are binding as if printed below. Each numbered item cited above shall have equal weight unless there is an inconsistency between or among the documents in which case the document listed first shall be controlling.

Amendments to these rules may be made at any time but must be made in writing and signed by the Executive Director and shall only apply prospectively to games or draws made after the effective date of the change.

I. Pick 3 Drawings

1. Unless SCEL directs otherwise, a drawing shall be conducted each day between 6:59 p.m. and 7:00 p.m. (“Evening Draw”). Unless SCEL directs otherwise, a drawing shall also be conducted Monday through Saturday between 12:59 p.m. and 1:00 p.m. (“Midday Draw”) except on December 25th.
2. The winning numbers resulting from a given draw are the numbers entered into the central gaming system and are controlling as to validation of a ticket by SCEL or by an SCEL retailer authorized to sell on line lottery products. If an error occurs during the entry process, SCEL may correct an entry error and authorize validations accordingly. To ensure the integrity of the central gaming system, once the number entry is completed and validations are authorized, no correction or alteration to the central gaming system may occur.
3. Unless otherwise specified by the Executive Director or his or her designee, the sale of Pick 3 tickets will be suspended Monday through Saturday at 12:45 p.m. and sales will resume as soon as practicable after the draw. Unless otherwise specified by the Executive Director or his or her designee, the sale of Pick 3 tickets will also be suspended each day at 6:45 p.m. and sales will resume as soon as practicable after the draw. Upon confirmation and entry of the winning numbers into the central gaming system for each draw, ticket holders may present a ticket for the current draw for validation and redemption. The time projected for beginning the redemption of winning numbers following a draw is at or around 1:15 p.m. or 7:15 p.m., respectively, but may be earlier or later as determined by the SCEL Director of Security, or a designee, in consultation with the Director of Information Technology, or a designee.

II. Playing Pick 3

1. A person who plays Pick 3 may present a completed play slip and the total amount due based upon the number of plays and the bet amounts represented on the play slip to an SCEL retailer authorized to sell online tickets. A person who plays Pick 3 may choose to have a set of numbers selected by the central gaming computer at the terminal by marking the "Quick Pick" box on the play slip. Incomplete play slips, for example, play slips with less than three numbers selected (except for a front pair or back pair wager), may be corrected manually by the lottery retailer. The retailer may also manually enter a person's number selections but the players are strongly encouraged to utilize a play slip. The person will receive a printed ticket or tickets for with the selections chosen by the person or terminal. The person should review the instructions printed on the play slip for specific play options and draw options listed in paragraphs 3 and 4 below. A single play slip is used for the Midday draw or for an Evening Draw, or both. The person using a single play slip for more than one draw should exercise care in making the number selections per play and the choice of draw or draws as a ticket may only be canceled as provided in paragraphs 7 and 9 below. The instructions printed on the play slip are incorporated into this document by reference.
2. All plays and play options selected on the play slip will be valid for the selected draw(s).
3. A person playing Pick 3 should make three separate selections: (a) A number from 0 to 9 in each of the three columns within the play panel(s) on a play slip; (b) a bet amount per play; and (c) a play type. The person should make a heavy vertical mark in the appropriate boxes on each play panel. Only blue or black ink or pencil should be used on the play slip. **RED INK WILL NOT BE ACCEPTED OR READ BY THE TERMINAL PLAY SLIP SCANNER.**
4. A person playing Pick 3 may choose to play one to five panels on a single play slip by marking the necessary information on each play panel.
5. If a mistake or error is made in the number selection, the VOID box at the bottom of that play panel should be marked or the play slip should be discarded. **NUMBER SELECTIONS THAT ARE ERRONEOUS SHOULD NOT BE ERASED BECAUSE AN ERASED AREA MAY STILL BE READ BY THE SCANNER.** The risk of loss for any erasure or other errors rests solely with the person presenting the play slip.
6. The person submitting the Pick 3 play slip is solely responsible for the selections on the play slip. The player is also solely responsible for verifying the accuracy of the selections printed on the ticket they receive, whether the Pick 3 game play information is provided on a play slip or entered manually by the retailer. Once a Pick 3 ticket is received from the retailer, the player is solely responsible for ensuring that the Pick 3 ticket accurately represents: (a) the numbers selected; (b) and the play options selected; and (c) the drawing(s) the person

intended to enter. The play slip is not a valid receipt or proof of purchase. THE PRINTED TICKET IS THE ONLY VALID RECEIPT OF THE PERSON'S SELECTION(S) AND THE ONLY VALID DOCUMENT FOR CLAIMING A PRIZE.

7. A person whose ticket is printed out in error must present the ticket to the SCEL retailer where the ticket was purchased within twenty (20) minutes of the purchase in order for the ticket to be canceled by the retailer. A retailer may not cancel a ticket sold for the current draw after the purchase of tickets has been suspended for that draw.
8. Once a ticket is canceled, the full value of the ticket purchase price must be refunded to the person presenting a ticket printed in error. The retailer may not charge any fee or retain any amount in exchange for the cancellation.
9. The time designated for the suspension of the sale of Pick 3 tickets for the current draw and the time limit for canceling a ticket shall be determined by the clock maintained within the central gaming system and connected to the terminal. After the times for the suspension of sales occur, the terminal will not authorize the cancellation of a ticket and the person presenting the ticket is not entitled to a refund.
10. The retailer may reimburse the full price paid for the ticket and the ticket may resell rather than cancel the ticket. If the retailer chooses to reimburse the full price paid, the person may keep the refund from the retailer or purchase a new ticket. The retailer may not charge any fee for refunding the purchase price of the ticket. If the ticket for which the retailer refunded the purchase price is not resold by the retailer to another customer prior to the Pick 3 draw for which the ticket was issued and initially sold, the retailer is liable for the full price of the ticket.
11. Pick 3 wagers:
 - a. **STRAIGHT** – a play type option where winning is achieved only when the three numbers shown on the ticket match, in exact order, the winning numbers drawn for the draw selected. For example, if the winning numbers are “1, 2, 3” only the exact order of plays containing numbers matching “1, 2, 3” in that exact order will win. The wager or bet amount for a Straight play is a minimum of fifty cents (\$0.50).
 - b. **BOX** – a play type option where winning is achieved when the three numbers shown on the ticket match, in any order, the winning numbers drawn for the draw selected. The wager or bet amount for a Box play is a minimum of fifty cents (\$0.50).
 - i. **SIX-WAY BOX** – winning is achieved only when the three numbers shown on the ticket contain three numbers and those three numbers are contained in any combination of the winning numbers drawn for the draw selected. For

example, if the winning numbers are “1, 2, 3” only plays containing the numbers “1, 2, 3”; “1, 3, 2”; “2, 1, 3” “2, 3, 1”; “3, 2, 1” and “3, 1, 2” are winners.

- ii. **THREE-WAY BOX** – winning is achieved only when the three numbers shown on the ticket contain two identical numbers with one unique number and those the three numbers shown on the ticket are contained in the winning numbers drawn for the draw selected. For example, if the winning numbers are “1, 2, 2” only plays containing the numbers “1, 2, 2”; “2, 1, 2” and “2, 2, 1” are winners.
- c. **STRAIGHT BOX** – a play type option where winning is achieved when the three numbers shown on the ticket match, in any order, the winning numbers drawn for the draw selected. This play type option differs from a Box described in paragraph b. above in two ways: (1) the wager or bet amount for a Straight Box is one dollar (\$1.00) [fifty cents (\$0.50) for a Straight play and fifty cents (\$0.50) for the Box play]; (2) the ticket holder will win both the Straight and the Box if the three numbers shown on the ticket match, in exact order, the winning numbers drawn for the draw selected **OR** the ticket holder will win on the Box numbers alone by matching, in any order, the winning numbers drawn for the draw selected.
 - i. **SIX-WAY STRAIGHT BOX** – winning is achieved on both the Straight and Box play options when the three numbers shown on the ticket match, in the exact order, the winning numbers drawn for the draw selected. For example, if the three numbers shown on the ticket are “1, 2, 3” and the Straight Box play type option is selected, the ticket holder will win both the Straight and Box if the winning numbers are “1, 2, 3” for the draw selected. The ticket holder will win **ONLY** the Box if the winning numbers are “1, 3, 2”; “2, 1, 3”; “2, 3, 1”; “3, 1, 2” or “3, 2, 1” for the draw selected.
 - ii. **THREE-WAY STRAIGHT BOX** – winning is achieved only when the three numbers shown on the ticket contain two identical numbers with one unique number and those three numbers (two identical numbers and one unique number) shown on the ticket are contained in the winning numbers (two identical numbers and one unique number) drawn for the draw selected. For example, if the three numbers shown on the ticket are “1, 2, 2” and the Straight Box play type option is selected, the ticket holder will win **BOTH** the Straight and Box if the winning numbers are “1, 2, 2” for the draw selected. The ticket holder will win **ONLY** the Box if the winning numbers are “2, 1, 2” or “2, 2, 1” for the draw selected.

- d. **COMBINATION or “COMBO”** – a play type option where winning is achieved when the three numbers shown on the ticket contain, in exact order, the winning numbers drawn for the draw selected. The Combo play type option differs from the Straight play type option in that the wager or bet amount is EITHER three-times or six-times the base price of either fifty cents (\$0.50) or one dollar (\$1.00). The holder of the ticket will win the Straight play if the three numbers shown on the ticket are drawn in any order for the draw selected.
- i. **COMBINATION SIX WAY or SIX WAY COMBO** – where winning is achieved when the three numbers shown on the ticket contain the winning numbers drawn for the draw selected. For example, if numbers shown on the ticket are the numbers “1, 2, 3” and the Combo play type option is selected the player will win one Straight play if the winning numbers drawn are “1, 2, 3”; “1, 3, 2”; “2, 1, 3”; “2, 3, 1”; “3, 2, 1” or “3, 1, 2” for the draw selected. The Six-Way Combo is the equivalent of six Straight plays printed on a single Pick 3 ticket so the cost of the Six-Way Combo is six times the base price.
- ii. **COMBINATION THREE WAY or THREE WAY COMBO** – where winning is achieved only when the three numbers shown on the ticket contain two identical numbers and one unique number and those three numbers are contained in the winning numbers drawn for the draw selected. For example, if the numbers shown on the ticket are “1, 2, 2” and the Combo play type option is selected, the ticket holder will win a Straight play if the winning numbers drawn are “1, 2, 2” “2, 1, 2” or “2, 2, 1” for the draw selected. The Three-Way Combo is the equivalent of three Straight plays printed on a single Pick 3 ticket so the cost of the Three-Way Combo is three times the base price.
- e. **FRONT PAIR / BACK PAIR (Available beginning with the Midday Draw scheduled on January 31, 2011)** – a play type option where winning is achieved only when the two numbers shown on the ticket match in the exact order and location as two of the three winning numbers drawn for the draw selected. The person selecting either the Front Pair or Back Pair play type option may select three numbers, but only the two numbers shown in the specified positions on a play slip (first two numbers for “Front Pair” option and last two numbers for “Back Pair” option) will be printed on the ticket. The omitted (unused) position in a Front Pair or Back Pair will display as an asterisk (“ *”) on the ticket. The asterisk is merely used to more clearly identify the front pair or back pair wager on the face of the ticket; it does not represent a number and has no significance in any wager.

- i. **FRONT PAIR** – a play type option where winning is achieved only when the front, or first two numbers shown on the ticket, matches in exact order the first two of the three winning numbers drawn for the draw selected.
- ii. **BACK PAIR** – a play type option where winning is achieved only when the back, or last two numbers shown on the ticket, match in exact order the last two of the three winning numbers drawn for the draw selected.

12. If no play type option is specified on the ticket, the ticket will default to a Straight play type option.

13. Pick 3 terms:

- a. **“Draw Selection”** is either the Midday or the Evening Draw, or both which applies to the play(s) and the play option(s) selected including multi-draw and advance draw options. A draw selection or play sequence will not include a Sunday Midday Draw or a December 25th Midday Draw.
- b. **“Advance Draw”** or **“Advance Play”** is a play option selection for a draw day other than the present draw cycle and is considered to be a selection for another day. After Pick 3 ticket sales are resumed following a draw, the tickets are sold for the next draw or draw day. For example, at 8:00 p.m. on a Monday, a ticket is purchased for the next draw, the Tuesday Midday Draw. Advance draw or play is not necessary and should not be selected unless the person purchasing the ticket wishes to select a draw date BEYOND the current draw cycle.
- c. **“Multi-draw”** is a play option selection for drawings for up to twenty-eight (28) draws as authorized by the Executive Director, without amendment to the Rules. Multi-draw selections are consecutive from the draw date selected.
- d. **“Price Options”** are pricing selections of either fifty cents (\$0.50) or one dollar (\$1.00) except for a Straight Box or Combo play type option. If a pricing option is not selected on a play slip, the wager will default to one dollar (\$1.00) per play.

14. PICK 3 OPTIONS, ODDS, COST, and PRIZE TABLE:

PLAY OPTIONS	ODDS	COST OF TICKETS	PRIZE
Straight	1 in 1,000	\$0.50	\$250.00
		\$1.00	\$500.00
Three-Way Box	1 in 333	\$0.50	\$80.00
		\$1.00	\$160.00
Six-Way Box	1 in 167	\$0.50	\$40.00
		\$1.00	\$80.00
Three-Way Straight Box	If match is in exact order: 1 in 1,000	\$1.00 If match is in exact order, win:	\$330.00
	If match is in any order: 1 in 500	\$1.00 If match is in any order, win:	\$80.00
Six-Way Straight Box	If match is in exact order: 1 in 1,000	\$1.00 If match is in exact order, win:	\$290.00
	If match is in any order: 1 in 200	\$1.00 If match is in any order, win:	\$40.00
Three-Way Combo	1 in 333	\$1.50	\$250.00
		\$3.00	\$500.00
Six-Way Combo	1 in 167	\$3.00	\$250.00
		\$6.00	\$500.00
Front Pair	1 in 100	\$0.50	\$25.00
		\$1.00	\$50.00
Back Pair	1 in 100	\$0.50	\$25.00
		\$1.00	\$50.00

III. Claims

1. A Pick 3 ticket is a bearer instrument and as such the ticket holder should treat the ticket as cash. A PICK 3 TICKET HOLDER SHOULD FILL IN THE CLAIM INFORMATION IN THE SPACE PROVIDED IN THE REVERSE SIDE OF THE TICKET AND SIGN THE TICKET IMMEDIATELY AFTER PURCHASE. SCEL is not responsible for lost or stolen tickets. The person presenting a winning ticket for validation is presumed to be the owner of the ticket and SCEL assumes no liability for claims made by third parties.
2. SCEL has established an aggregate liability limit of three and one half million dollars (\$3,500,000.00) per draw on any set of numbers regardless of the play type option(s) selected. This liability limit may be increased by the Executive Director without notice or formal amendment to these rules as authorized by the South Carolina Lottery Board of Commissioners. As provided in the Game Specifications, the selection of a given set of numbers will be closed out for the draw when it is determined the liability limit has been met

for that set of numbers. When numbers are no longer available for selection in a draw cycle, the terminal will inform the retailer. SCEL will not allow a wager in excess of the loss limit.

3. A winning ticket must be validated by the central gaming system. Upon proper validation, the retailer must promptly pay a prize of five hundred dollars (\$500.00) or less. The risk of loss for a Pick 3 ticket paid prior to confirmation of validation by the central gaming system rests solely with the retailer paying the prize for that ticket. However, the ticket holder is solely responsible for ensuring that the entire prize is paid at the time the winning ticket is validated.
4. SCEL will pay a prize only upon presentation of a winning ticket as validated by the central gaming system.
5. A ticket must be presented for validation within one hundred eighty (180) days after the date of the drawing for the Pick 3 game in which the prize was won. The central gaming system will not validate a ticket after one hundred eighty (180) days from the date of the draw and a prize will not be paid.

IV. General Provision Applicable to Retailers

The Executive Director, as authorized by the South Carolina Lottery Board of Commissioners, may from time to time, as he or she deems appropriate, implement a sales incentive program for licensed lottery retailers.

/s/ Paula Harper Bethea
Paula Harper Bethea, Executive Director

November 30, 2010.